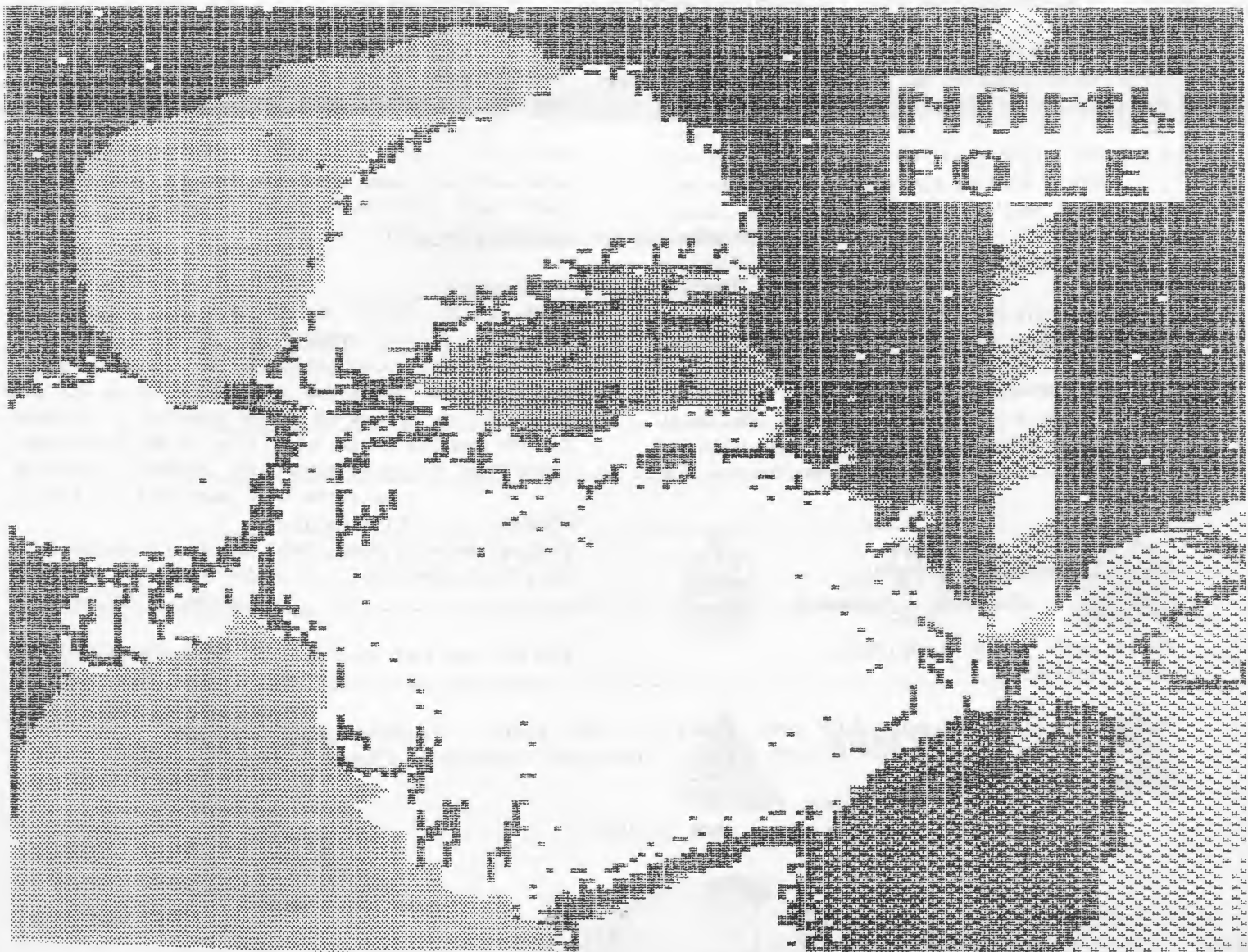


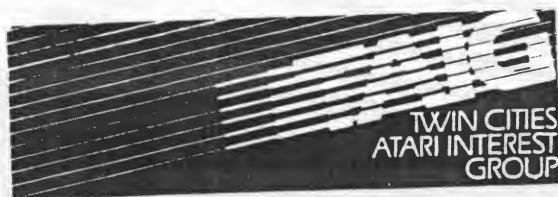
December 1987

TWIN CITIES ATARI INTEREST GROUP

Cute Labels!	Pg. 3	Atari's XE Game System	Pg. 3
Vice President's Notes	Pg. 4	Printshop Icon Conversion	Pg. 4
Missing DOMs	Pg. 5	Membership Notes	Pg. 6
Video Game Contest	Pg. 6	Editor's Notes	Pg. 7

Happy Holidays From TAIG!





(c) 1987 TAIG. Published monthly by the Twin Cities Atari Interest Group (TAIG), which is an independant organization with no business affiliation with Atari Corp.

Permission to reprint original material from this newsletter is granted to any similar organization with which Taig exchanges newsletters, providing the author and TAIG are given credit.

Opinions expressed within are those of the authors, and not necessarily the opinions of the officers or members of TAIG.

Advertising rates are available upon request by writing to the address below.

President:	Steve Ingalsbe	452-7196
Vice President:	Tom Green	
Secretary:	Paul Franson	
Treasurer:	Cory Johnson	473-2897
Membership:	Nathan Block	922-8012
Paper Library:	Carl Hartness	835-4135
8 bit DOM:	Chuck Grimsby	866-2955
ST DOM:	Jeff Gottstien	544-6490
Newsletter Editor:	Cory Johnson	473-2897

TAIG Membership Application

New_____ Renewal_____ Change_____

Name:_____ Date:_____

Family members to be included:_____

Street:_____

City:_____ State:_____ Zip Code:_____

What computer do you own?_____

What are your computer interests?_____

Membership dues are \$15 per family, per year. Please make checks payable to the Twin Cities Atari Interest Group. Please do not mail cash. Mail to: Taig

P.O. Box 26128
Minneapolis, MN 55426

Cutelabels!

A Special Public Domain Package

Have you ever wanted to add Printshop Icons to your mailing labels? Are you tired of the Printshop Icon Editor's limitations? Or are you simply not an artist, and would like to get a hold of some icons drawn by someone else? If you answered yes to any or all of these questions, Cutelabels! is the package for you.

That's very nice. What is it?

Cutelabels! is a label making and icon package that Steve picked up while he was in Detroit for the Magic Atari Expo. The 4 double sided disk package is available through Taig for \$20.00.

Cutelabels! is a collection of programs. Included along with the Cutelabels! program are programs which allow you to manipulate icons, print out icons in page format, convert icons from Printshop format into Atari DOS format (useful for transferring icons via modem) and a Printshop Icon editor that behaves like a true paint package with lines, circles, boxes, fills and more. Also included on the Cutelabels! disk are over 40 different fonts for use within the Cutelabels! program, and a few already converted icons so you can begin experimenting with your own labels right away.

The three other disks included with the Cutelabels! disk contain the Printshop Icons. Each disk has contains over 100 icons, that's a total of 600 icons! The icons cover everything from Atari computers & logos, to cartoon characters, to a series of international flags and more. These icons are saved in the Printshop "other disk" format so they can be loaded into the icon editor and changed in anyway you wish.

Taig sells the 4 disk set for \$20.00, or for \$6.00 individually. If you are positive that you'd like the entire Cutelabels! package, please inform Cory Johnson at 476-2250 so we are sure to have enough made up by the meeting. If you cannot attend the meeting, you can mail a check for \$21.00 to our P.O. Box and we will mail the set out to you. Packages not reserved before the meeting will be sold on a first come, first served basis.

I've included a few sample labels, using different graphics and fonts. My printer ribbon is a little weak, so I'm not sure how they'll reproduce.

Taig is also interested in an icons you have made. We hope to gather icons and publish additions to the icon library.

Atari's XE Game System is out!

Reprinted from Imagination via SCAT, The Suburban Chicago Atarians

I took a run over to a mall this weekend and was able to verify that the XE Game System is out. The most interesting thing is that when a preview of the XEGS was given in the Spring issue of Atari Explorer, the release date of the system was given as "fall of 1987." Here it is, fall of '87 and the system is actually out! Could this mean that the CD-ROM will be out next year? The implications are scary.

Since Christmas is coming up, this is the perfect time to convince those friends of yours that have shown interest in computing that the XEGS may be a good start.

The System comes with three games:

Missile Command (built in)

Bug Hunt (uses light pistol)

Flight Simulator 2 (uses keyboard)

The system comes with Atari BASIC built in and also comes with a standard Atari XE keyboard. It has an SIO port (so you can add a disk drive) that insures a computer that is completely compatible with existing Atari 8-bit computer systems.

To get it's game library going, Atari has re-released a number of game cartridges with a sticker indicating that the games can be used with an XE computer or the XE Game System. There are a number of new cartridges coming, including quite a few that were previously only available on disk:

Archon, One on One Basketball, Lode Runner, David's Midnight Magic, Hardball, Fight Night, Star Raiders 2, Blue Max, Ballblazer, Rescue on Fractalus, and Karateka.

New games that haven't previously been available include: Food Fight, Battlezone, Crossbow, and two shooting games for the light gun.

If you own an 8-bit system and would like to play the previously mentioned games, don't worry. The cartridges will work with your current system.



TAIG
P.O. Box 26128
Minneapolis, Minnesota
55426



Seasons Greetings
FROM TAIG



Taig
P.O. Box 26128
Minneapolis, Minnesota
55426



Welcome
to
Bedrock!

Various Vice Presidential Type Announcements
By Tom Green

Remember the last meeting? We announced that we had a six disk set of icons for PrintShop. Well, those same icons are now available for the ST. If you have PrintMaster you can use these same icons (See my article on PrintShop to PrintMaster icon conversion). We haven't made the final decision on the cost of the disks yet, but we will announce that at the december meeting.

Also at the december meeting we will be doing some 9600 baud file transfers between the 8-bit computer and the ST, we will then attempt to run some 8-bit programs on the ST using the 8-bit emulator. There will probably be snacks and refreshments available, since it is THAT time of the year.

I would like to address the problem we have been having with the newsletter. Cory has been working and going to school too much and hasn't had the time to get the newsletter put together, we have discussed that part of the problem at the meetings. I am discussing it here so that the people who don't get a chance to come to the meetings know what is going on. To those of you who live outside the 7 county metro area, I would like to apologize for the lack of a newsletter. Since you don't have the opportunity to attend the meetings the only real connection you have is through the newsletter. The officers have discussed this problem and decided that anyone who lives OUTSIDE the 7 county metro area will get two months added to their membership. I feel this is fair and we will make the change in memberships if no one opposes this. Hopefully we can keep the group going strong and keep the newsletter coming out as a regular thing again.

There has been some discussions of merging newsletters with the St. Paul Atari Computer Enthusiasts user group. Once the officers get the details worked out, the members will have to vote on it.

That's about it for this time. Hope to see you all at the meeting... Tom

* The NEW Taig BBS *
* 300/1200 bps. *
* 612/425-2533 *
* 24 hours *

Next Taig Meeting
December 20
7:00 pm

PRINTSHOP to PRINTMASTER Icon Conversion and associated ramblings.

Tom Green

What(?), finally(?) an article from the vice president? Yes and about time too.

I recently purchased PrintMaster Plus for the ST, after booting it up and looking at the icons, I discovered that the icons looked awfully familiar, size-wise, and content-wise. I thought I remembered seeing some of the same icons on the icon disks that we started selling at last months meeting. I went to the 8-bit system and fired up PrintShop. Yep, some of them were the exact same icons. Obviously there must be a way to convert them, I can't imagine someone sitting down and drawing the exact same icons pixel by pixel, well actually I can imagine it, I just figured it HAD to be alot easier than that. I went in and looked at the two files that are used for icons on the Printmaster disk. I looked at the shorter .SDR file first, it contains the names of the icons. Each name is 16 characters long, with spaces used for padding at the end of names that don't use all 16 characters. I went back to the desktop and looked at the length of the file, and divided it by 16. I then took that number and divided the length of the icon data file, (which uses the extender .SHP) by that number. The result of that little bit of math told me that each icon was 578 bytes long.

I then went to the drawing pad in Printmaster and checked the dimensions of the icons. 88 dots wide by 52 dots top to bottom. $88 \times 52 = 4576$, hmmm, how can each icon only be 578 bytes? Of course, dot ON, byte ON, so you need to divide by 8, $4576 / 8 = 572$, 572??? There are 6 extra bytes in each icon? Could be pointers of some kind?? I made my own icons, one with just one solid line, and one that was totally blank. I then loaded the resulting icon file into a word processor. The first four characters in the file were repeated about halfway down the file. The characters were an Ascii 11, a 4, a space, and an X. Well there's four of my 6 extra characters. After a little more investigation I found that at the end of each icon there were two spaces. In the icon file that is on the Printmaster disk the last two characters are s, and a space.

Time to take a closer look at the PrintShop icons. I went to the graphics editor, and checked the dimensions. 88 dots wide by 52 dots from top to bottom. How convenient, I thought. Let's see how long these icons are. I formatted a new disk, and saved two icons to the disk. PrintShop doesn't save the icons in a standard Dos format, it saves them in the 'Other disk' format, wherein the directory starts in sector 362 and goes to sector 393. Each entry in the directory is 32 bytes long. The first 16 characters are the names of the icons, again each name being padded with spaces if needed, again fairly convenient. The two bytes that follow the name are pointers to the sector where the data for the icon starts. I'm not sure about the other characters in the directory entry, since I had what I needed to complete my project I did not investigate any further.

The first icon on my disk was at sector 1, makes sense right? The second icon started in sector 6. That meant (I assumed) that the end of the first icon must be in sector 5. I looked at sector 5 and found that all bytes from byte 69 to the end of the sector were zero's, I assumed that there were 68 bytes used in that sector, which means 4 full sectors at 125 bytes each plus 68, comes out to 568??

Now what's wrong, I muttered. I'm short at least four bytes (Assuming each icon is 572 bytes long.) I checked the other four sectors carefully. I soon discovered that instead of 125 bytes per sector ala normal single density Dos, Printshop format has 126 bytes per sector, the last two bytes in the sector are used as a pointer to the next sector in that particular icon file. So now $(126*4)+68=572$, no extra data in these icons!

Now all I have to do is write a program that will read Printshop formatted disks, get all the names from the directory, write them out to a file that will become a .SDR file on the ST. Then get all the data for each icon, add the four characters to the front of each, and two characters to the back, resave, and I should be all set. After the usual number of bug filled versions of the program I got something that worked. I cleaned it up and changed it around a little to take advantage of Basic XE's extended command set and got the program to a point where it can read 110 Printshop formatted icons and re-write them in Printmaster format in about 6 minutes, that's with write verify on, since I only had 6 disks to do, I didn't bother changing it.

This is probably getting fairly boring by now, however, I am going to continue anyhow. Now I had to port them over to the ST, a null modem was quickly put together and the two machines were soon talking RS232 to each other. 850 Express on the 800XL and UniTerm version 1.8 on the ST (Because it is VERY simple to operate that's why! (I include that last statement for all you ST owners who asked 'Why are using UniTerm?' (Put a little whine in that))). I got all set to receive Xmodem/CRC on the ST and went to tell Express to send the file and of course was told 'NOT CONNECTED', okay be a rigid unyielding machine language program then. I rebooted the 8-bit with Amodem 7.2, and sent the file that way, I had to change the XIO to set the baud rate to 9600 baud. The fastest data exchange I have watched is 1200 baud, and I thought it was fast. 9600 baud is FAST, I would like to see 19.2K. Anyhow to make a long story longer, I didn't get the data right on the ST, and after spending several hours trying different things, I discovered that UniTerm was adding data to the .SHP file. I noticed that right away, but assumed that the 8-bit wrote the file wrong, I mean I have been using UniTerm for quite a while and never had a problem up or downloading anything else.

I started experimenting with other terminal programs that I had, but never used. None of them did the trick either. I sent the file to a friend who has an Amiga, he got the file with the exact number of bytes that were supposed to be there, how come none of the Atari terminal program could? I got FLASH! and it worked fine. I still haven't figured out why it works where UniTerm, ST-Talk, and Interlink would

not.

That is how I did it. I am now looking into the border files to see if I can make any sense out of them, anyone who has looked into them before please leave me a message on TAIG, STING or TCCN, or talk to me at the meeting, I can use all the help I can get.

```
*****
* The NEW Taig BBS *
* 300/1200 bps. *
* 612/425-2533 *
* 24 hours *
*****
```

Missing DOMS

!!!! HELP !!!!!

Chuck Grimsby

This is a plea to all you "old" members out there, and those of you have somehow or another acquired some of our old DOMs.

When I took over the Disk Of the Month duties, I was given what was supposed to be a complete copy of our DOM library. Unfortunately, that was not the case. The library I was given is missing several disks, and in some cases I can't even recreate them because they are even missing from the data base! I am hoping that some of you out there have these old DOMs, and are willing to re-donate them back to the club. I can provide a blank disk to give back to you, or perhaps you would like another DOM in trade? Either way, I don't care, as long as we can get the DOM library back in shape.

Here are the DOMs that we are missing: #'s 10, 11, 16, 29, 30, 45, 49, 50, 51, 56, and 57.

I wish I could tell you WHEN these DOMs were issued, but I can't. TAIG's system works solely by disk #, not by date. (A fality I've now "fixed" in the new data base starting from the first DOM I issued. I can only guess at the dates before that!)

Thanks to any & all of you that can help!

Notes From the Membership Chairman
Nathan Block

Hello Fellow Members!
Many people are up for renewal this merry Christmas month!

Steven Bergerson
Fred Evermon
Dan Farmer
Craig Ritchie
Ralph Rye
Jan Stromberg
Richard Strom
Donald Sward
George Toops
Larry VandenPlas

Hope I get these checks so I don't have to call people during Christmas and say, "We need money!"

HA HA

But anyway lets all give a loud cheer for the following new members!

Tomnie Davis
Bill Christensen
Todd Young
John Blilie

Some other comments I have are:

Let's see some ST DOMs and ST support. I have always hoped we could have an ST and an XE at the meetings (I bring my 130XE!). Let's try and support the advancing members of our club.

Support your local ATARI store. User Friendly and Wizard's Works deserve our patronage. We owe it to them to shop at their stores. Without a local outlet, Minneapolis could see ATARI computers become extinct so let's support them. Of course there are other stores such as:

Alpha Tech
Computer Station
Specialist In

And don't forget Children's Palace. While other chain retailers have been closing out ATARI, such as K-MART, SEARS, and TARGET, Children's Palace has remained faithful! I recently saw at the C.P. in Brookdale an ATARI 130XE, 65XE, and a complete line of software. They are also supporting the XE GAME SYSTEM and the 2600 and 7800 models! Let's show them ATARI owners appreciate them carrying their stuff!

That's all for now! Have a safe and happy MERRY CHRISTMAS!

Video Game Contest
Nathan Block

My contest winners are truly game experts! Or should I say WINNER?

Eric Hopper has taken the games by STORM these last two months! In October, Eric astounded us with a whopping 105,950 in Missile Command! Then in November, he did it again, scoring 1,040 on Ninja by Mastertronic Software.

Eric has not yet received his two prizes because of a delay w/User Friendly. Hopefully he will get them next month. By the way this column is not strictly for just these scores! If you have scored high on a particular game, by all means either mail it to me or leave EMAIL on the TAIG BBS. I'll start with one of my own!

Nathan Block scored 105,+++ on Rescue on Fractulus!

THE VIDEO GAME FOR DECEMBER IS:

Bandits!

Tired of Paying High Online Charges and Sign-Up Fees?

COMPUTALK TCS™ The BBS for your Atari™

- Network of 6 Atari computers linked together.
- Compu-Gab, CB Simulation with both Public and Private areas.
- Compu-Trek, one of 5 Multi-User Online Adventures.
- Over 2,000 downloads for both the 8-bit and ST Computers.
- Accessible through PC Pursuit.
- Online Conferences, Message Bases, E-Mail, Atari News, and more!!

★ ONLY \$25.00 for 6 Months ★
No Sign-Up Fees / No Online Charges

Call today and sign-up online for a trial account.
(817) 589-2588 (Direct Access)
(214) 589-2588 (using PC Pursuit)

MasterCard

COMPUTALK TCS
P.O. BOX 18346 / Fort Worth, Texas 76118

VISA

**THE DECEMBER
TAIG MEETING WILL
BE HELD ONE WEEK
EARLY.**

**WE WILL MEET
DECEMBER 20TH.**

**NEXT TAIG MEETING
JANUARY 31.**

Editor's Notes

As you've noticed by the time you've reached this point, the newsletter is very, very slim this month. We are always in need of YOUR articles. The newsletter is only as good as the articles you submit.

This month's newsletter has focused mainly upon Cute Labels!, Print Shop, and Print Master. I would like to see the newsletter be more balanced. In order to maintain any sort of a balance we need your articles. Enough said.

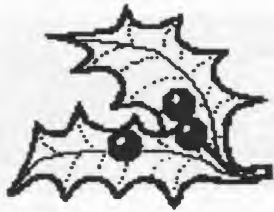
We've started talking to MAST/SPACE about merging our newsletters. Hopefully we can accomplish this early in the new year. A merge should prove to be beneficial to all involved. Besides saving both groups money, it will also help to balance ST and 8 bit news. We will bring along a few of the current Mast/Space newsletters to the next meeting so the members can see what a fine job Steve Pauley is doing on the other side of the river.

At the December meeting TAIG will be raffling off software for both the ST and the 8-bit's. For the ST we have Chessmaster 2000 (donated by The Software Toolworks) and KIS Term (donated by Alpha Tech). I'm not sure of the 8-bit we have, but they'll be there. So bring a few extra dollars and take a chance to win some new software.

Taig is ordering a large number of 5.25" disks, which should arrive before the January meeting. Taig will sell these disks in packages of 10 for \$4.00. You do not need to pre-pay an order as we've done in the past.

I think that about covers everything. Remember to reserve your copy of the Cute Labels! package by calling me (476-2250), so we can be sure to have enough of the sets to go around.

See you at the meeting. Remember, we meet one week early, on December 20.



Wizard's Work

your home computer center



Season's Greetings from

The Staff at Wizard's Work



Four Seasons Mall • Plymouth • (612) 559-4690

Twin Cities Atari Interest Group
P.O. Box 26128
Minneapolis, Minnesota
55426



Next Taig Meeting:
Sunday, December 20
Taig 7:00 pm.
at the St. Louis Park Rec. Center
5005 West 36th Street
St. Louis Park, Mn

FIRST CLASS